

# LONG ISLAND LINCLAIR TIMEX GROUP

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9/84

L.I.S.T.ING

LIST  
10 Idle Day Drive  
Centerport, N.Y. 11721

## MEETING NOTES 8/26/84

### I. Officers were elected and committee assignments made (by volunteers). They are:

- a) President: Heinz Hanken
- b) Sec'y Treas: Paul Donnelly
- c) Library Staff:
  - 1) Operation: Chuck R.
  - 2) Documentation: Games: Morton J. Utilities: Rich B.
- d) Mailing/membership data base: Bob M.
- e) Newsletter: Paul D.

### II. NEXT MEETING

Will be on Sunday, September 30th at 2PM. Location: 16 Cold Spring Hills Rd, Huntington, (11743).  
Call 516-692-7168 (Morty) or 261-6934 for directions.

### III. NEW BUSINESS

#### a) News Items

- 1) 47th St. photo has raised the 2068 price to \$120.00
- 2) Brooklyn Closeouts has them for \$99.00
- 3) Aerco's 2068 Disk interface is still 6 weeks away.
- 4) Rich B. says Tom Woods has seen a copy of a 390 page TS 2068 ROM disassembly.

#### b) Rumors.....

Still persist that Dave Higgenbottom will market Timex products under another name. We have no confirmation of this (see Syntax).

#### c) Newsletter Policy

- The result of a series of voice votes has established our newsletter policy. Specifically;
- 1) Requests for information providing an SASE, will receive 1 copy of the current newsletter, at once. Further requests will not be honored from the same individual.
  - 2) Requests not providing a SASE will be held for reply by the corresponding secretary or another officer. While we are non-profit, we would also like to be "non-loss" and cannot afford extensive free mailing. It was decided however, that in the public interest, a copy of a newsletter (probably an excess and/or obsolete issue) would be sent to such inquiries.
  - 3) The individual newsletter price to non-members will be \$1.00, plus postage
  - 4) Requests from bona fide user groups will be honored as long as newsletter exchange continues (we currently correspond with 4 groups).
  - 5) Members who join during the current club year, will pay full dues: \$12.00, and receive all back issues to the beginning of the club year (February to January). A member joining in September 84, then, would receive seven back issues as well as issues for September '84 through January '85.
  - 6) Advertising It was decided that LISTING will accept paid advertising if asked. We will not solicit ads. Any funds obtained in this way will be kept separate from the general fund and their use will be voted upon separately.

- 7) September Issue This issue will be a double issue, by popular demand. Treasury funds should be sufficient to cover this one extra issue.

#### d) Library Tape

- a) A Round Robin scheme for access to the library tape by out-of-state members was proposed and is in the trial phase. Mailing costs will be the major problem. It costs about \$1.00 to mail the tapes one-way - this money must somehow be recovered. Non-attending members must currently mail in their cassette\* \$1.50 to cover postage and handling in order to obtain the Library tape.
- b) Documentation for the library tape is non-existent. While many of the programs have been provided in previous issues of LISTING, some explanation should accompany the tape. Rich B. and Morty will work on documentation package.
- c) Duplication - Chuck R. will make several copies of the Library Tapes prior to the next meeting. The group has purchased blank tapes and these will be used and then exchanged with members at the next meeting. Bring a blank tape if you wish a copy.
- e) Demonstration
  - 1) Paul D. demoed his "Spectrum" (a 2068 with a Spectrum ROM installed) and Doug Dewey's Emulator. Both allow use of Spectrum Software (both BASIC and MC). So far, all packages tried have run. We suspect that there can be incompatibility and so will continue to test programs (see listing inside for what works, so far).
  - 2) Bob G. brought in his Hartanex RGB Monitor. Bob used a very simple adapter to get the RGB and composite signals to the monitor. Colors and resolution (8M2) were astounding. Bob showed us some other slick hardware projects he's developed for the 1000 and 2068 and these will be documented in upcoming issues.
- f) Jeff S. demoed his "Ultimate Word" 64 column word processor, currently under first development. An outstanding example of the TS 2068's capabilities, it produces true 64 column text on the screen, but can also display in several 32 column modes for ease of use on TV's.
- g) Nazir E. showed us the final draft of his ROM cross-reference directory. He has cross-referenced all the major entry points for the TS and Spectrum ROM! His articles should start appearing in Syntax soon, as well as being serialized in LISTING.
- h) Requests for Beginners / BASIC classes were made. No one volunteered to teach, at the meeting, but several members approached me afterwards to say they'd like to try. Let's have some volunteers and work out a syllabus next time!
- i) A letter was written to Herma in Germany looking for pressure sensitive thermal labels.

\*Containing a program or two, we hope!

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PI

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The GI 8912 integrated circuit, a powerful sound making chip, is utilized in the TS2068 in conjunction with the SOUND command. The GI chip can provide 3 channels of sound as well as three noise channels simultaneously. The pitch, envelope, attack and decay time, and duration of the waveform can all be brought under program control. It is worth mentioning that even though the chip is capable of a plethora of sounds it does not have the versatility of say, the Commodore sound-making chip used in the Commodore 64, which provides for program controlled filtering of the sound channels. Thus the TS2068 cannot be used as a true sound synthesizer.

In the program that follows, an attempt is made to create a piano-like sound with a 3 octave range. The TS2068 is capable of generating polyphonic sound, but in this program only Channel A of the sound generator is utilized. I am hoping to develop a more versatile program in the future.

## PROGRAM NOTES:

Lines 10-300: The white and black keys of the piano are plotted on the screen. Each piano key is identified with the QWERTY keys on the keyboard. LINE 610: The string variable K\$ is identified as the string of keys which will be used for the piano keyboard.

LINE 600, and 620-640: The dimensioned variable b() is used to redefine the "character set". The character set in this case is none but the pitch values given on p.187 of TS2068 Manual. These pitch tables for the various octaves are given in the DATA statements in LINES 1000-1400.

LINE 760, 900-980: activates the lower octave.

LINE 765, 800-880: activates the middle and upper octave.

Finally the variables F and Z are flags to differentiate between octaves.

```

1 REM "ELEM-PIANO" 3 octave
20 FOR X=3 TO 252
30 PLOT X,10: PLOT X,100: NEXT
40 FOR X=3 TO 250 STEP 25
50 FOR Y=10 TO 100
60 PLOT X,Y
70 NEXT Y: NEXT X
80 LET N=0
90 FOR X=23 TO 223 STEP 25
100 LET N=N+1
110 IF N=3 OR N=7 THEN GO TO 13
120 FOR Y=10 TO 100 STEP 1
130 FOR Z=1 TO 12
140 PLOT X-5+Z,Y
150 NEXT Z
160 NEXT Y
170 NEXT X
180 FOR X=3 TO 9
190 LET K$="QWERTYUIOP"
200 PRINT AT 19,X*3+2;K$(X+1)
210 NEXT X
220 LET K$="2356789"
230 PRINT AT 11,3; BRIGHT 1; IN
VERSE 1;K$(1);AT 14,6;K$(2);AT 1
4,10;K$(3);AT 14,16;K$(4);AT 14,
19;K$(5);AT 14,25;K$(6);AT 14,28
;K$(7); INVERSE 0; BRIGHT 0
240 PRINT AT 13,1;"For lower oct
ave press";AT 13,27; BRIGHT 1;"A"
; BRIGHT 0;AT 13,1;"For middle oc
tave press"; BRIGHT 1;AT 13,28;"S"
; BRIGHT 0;AT 13,1;"For higher o
ctave press"; BRIGHT 1;AT 13,29;"D"
; BRIGHT 0
250 REM MUSIC MAKER
260 RESTORE 1200
270 LET F=0
280 DIM B(255)
290 LET K$="QW3r5t6y7ui9o0p"
300 FOR I=1 TO 17
310 READ B(I)CODE K$(I)+1
320 NEXT I
330 LET K=CODE INKEY$+1
340 IF INKEY$="a" OR INKEY$="A"
THEN RESTORE 1000: LET F=1: GO
TO 620
350 IF INKEY$="s" OR INKEY$="S"
THEN RESTORE 1200: LET F=0: GO
TO 620
360 IF INKEY$="d" OR INKEY$="D"
THEN RESTORE 1400: LET F=0: GO
TO 620
370 IF b(k) AND F=1 THEN GO TO
600
380 IF b(k) THEN GO TO 800
390 GO TO 650
400 REM
410 SOUND 0,b(k);1,0;8,31;11,15
420 SS:13,8;7,55
430 PAUSE 120
440 SOUND 0,0;7,60
450 GO TO 650
460 LET Z=0
470 IF b(k)<154 THEN LET Z=1
480 SOUND 0,b(k);1,Z;8,31;11,15
490 SS:13,8;7,55
500 PAUSE 120
510 SOUND 0,0;7,60
520 GO TO 650
1000 DATA 182,138,116,95,75,57,3
23,7,243,234,221,209,197,186,1
75,165
1200 DATA 209,197,186,175,165,15
6,147,139,131,124,117,110,104,98
,90,87,82,78,73,68,63,58,53,55,52,49,46,43,41

```

## LIST GROUP

Word - 2023

This article is being written on "Word", a simple word processing program from C. Choo. "Word" is written entirely in BASIC, yet still has reasonable typing speed, editing facilities, and bare bones, but appear adequate for the generation of letters, notes, and short articles like this one.

The command structure of "Word" is spartan, and consists of the following:

- ded: creates a file
- list: lprints it
- edit: allows editing
- save: saves to tape
- load: loads a tape
- look: looks at the file

There is no provision for such desirable features as block moves, deletes or inserts (which I need right now to complete the list of commands with instructions). Also missing are search capabilities, i.e., looking for a particular string in the text, and the ability to format the output to the printer.

You are limited to the 32 column width of the TV and 2040 printer, by the design of "Word". Also, there is no end-of-line warning, to tell you when you'll need to hyphenate a word. This means you must constantly be watching the screen to see where you are in a word. Touch typists may be able to live with the somewhat slow (BASIC) response of the keyboard, but would find this last a real bother.

Now, with all the "bad" features of "Word" out of the way, let's look at its good side. No. 1, "Word" is very inexpensive—a kind word, a blank cassette, and a few dollars to cover expenses will probably get you a copy. "Word" is editing facilities are just like BASIC, including the ability to use the cursor keys, and DELETE (though you can't change the total length of a line). This means you probably can operate "Word" right away, and don't need to learn a whole new word processing language. And third, and perhaps most important, the BASIC is robust as well as user program-mable. I made some serious mistakes about two paragraphs above, but was able to recover from them easily, from BASIC, and without loss of text.

Despite its limitations, "Word" may be all you need if your text is simple, your needs infrequent, and your budget tight. There was no documentation with my review copy, so I don't know how much text you can enter. This article is on its fifth "page" or screen, now, and there seems to be lots of memory left. In fact, I'll exit to BASIC right now, and see what FREE returns.

I get FREE=23031, not bad. Note line 0035 in the program DIMS the text at 5120, though you could probably change that if you like. "Word", and in particular its ease of use and cursor editing, are impressive achievements in BASIC programming.

P. Donnelly  
10 Idle Day  
Centerport,  
NY 11721

You can find a listing of Word in the May '81 issue of P.C. WORLD magazine.

\*\*That's eight pages to start.

Of course, you can't edit the string W\$ "Word", but it's a quick way to retrieve the text.

Who, out there, can use the 2023 STRING routines to do searches?

```

1000 REM GO TO 100
1100 DIM TS(100)
1200 FOR I=1 TO 100
1300 PRINT TS(I)
1400 STOP
1500 LPRINT
1600 REM

```

This short program is all you need to re-enter your string for printing. You need LOAD only the text string TS and LPRINT it.

400 PRINT "Don't forget to skip line 05 after the first run."

# SOFTWARE REVIEW

PROGRAM: CITY OF XON  
TYPE: ARCADE  
ROM/RAM: 8K/16K  
WRITTEN IN: MC  
LISTABLE: YES  
FROM: PLEASANTREES PROGRAMMING  
7760 N. HOPDOWN AVENUE  
TUCSON, AZ 85741  
PRICE: \$17.95 (check)

## LIST GROUP

If you're looking for an outstanding display of 3D Hi-Res graphics, then XON, Pleasantrees version of ZAXXON, should be a treat for you. On the other hand, as an exiting arcade game, XON would have trouble competing with "PONG".

Plesantrees Programming wrote a book on graphics (A to Z) which does a creditable job and the XON program illustrates 3D scrolling graphics discussed in the book as only Machine Code programs can do it.

After a brief BASIC randomize routine, you are presented instantly, at finger touch, with a rules screen. This tells you that the keys A,S,D,F,G control such functions as shields, disruptors, phasors and a grappling hook. The arrow keys control your motion up, down, left and right. Two more button pushes and the game is under way.

Your game screen consists of fuel, elapsed time, points and status message windows at the edges of the screen and the action scenario in the center. An excellent representation of Xonian landscape passes from upper right to lower left of your screen, simulating 3-D motion along a virtual "Z" axis. Your ship, and its "shadow" on the ground, starts at the far left side of the screen and you control its movement up, down and "in" and "out" of the screen in small increments as the landscape speeds below. Your goal is to destroy as much Xonian real estate as possible, without getting destroyed yourself and to eventually (it takes as much as 30 minutes) grapple for Xon himself.

The scrolling landscape is a fine graphics job. You are warned on your sensor screen which obstacle will be coming up next e.g., "Nearing Castle Keep" and shortly thereafter the object scrolls onto the screen from the right. There are at least 10 physical obstacles (including; Photon Batteries, Missile Silos, Robot factories, etc.) and some non-physical ones (intense radiation fields). Flying over this landscape is interesting for a while, but you soon learn that not only do the laws of physics apply loosely on XON, the laws of arcadia apply hardly at all.

We've discovered that your phasors do just as much damage as your more power hungry (by a factor of 3) disruptors. Also, while some of Xonian artillery shoots back, none of it can hit you. By a similar token, you need not "hit" a target (which doesn't blow up anyway), but must simply press the fire button to accumulate points. Grappling for fuel tanks has only worked once, we think, in hours of play; and grappling for Xon is impossible. This is the most frustrating part of the game as you must play for 2 Xonian hours with only one ship, (between 20 and 30 minutes) before you can meet Xon. Once you approach Xon's lair you get only one chance to grab him. In fact, we couldn't even figure out which object was Xon.

Documentation is poor, consisting of one reduced size typed page, and the anti-record tabs were not broken off my copy. If you have or order "Xon", be sure to break these off as soon as you get it (and any commercial software) to prevent accidental erasure.

On the good side, Pleasantrees has provided pokeable memory locations, values and USR calls which let you change the high score level, see the "Victory" accolade (perhaps the only way you ever will) and practice the grappling sequence. And of course, the graphics, as graphics, are first class. Pleasantrees has also supplied a number of very nice consolation prizes to patient waiters, including for example, a copy of a "Boggle" type game on the back of the Xon tape.

The bottom line however, is that even after waiting about 11 months, I have not recieved a "finished" copy of Xon. While Xon gets a 10 for graphics I can only give it a 2 for arcade play and on overall rating of 5. If the game did all it should be able to do, it would deserve a score in the 9.5 range.

P.J. Donnelly  
© copyright 1984

### Story City of Xon

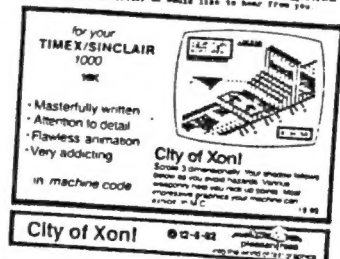
Evil Ian and his forces are positioned on a rugged planet in the great valley of his mountains. Your mission is to sneak out as many armaments as you can and ultimately (should you survive) to capture Ian and bring him to justice. If you capture and finally meet Ian face to face in battle you will have met one of the most elusive and elusive of all enemies. Only successful capture will allow you the chance of a grapple.

Remember that your energy is precious: use weapons, armor, and the grappling hook judiciously. On board computers will tell you of what is directly ahead. Your crew will help with repairs as needed. The best of luck to you and your ship.

**Playing**  
The only real way to meet Ian is to gain a score of over 300,000 and to stay in the air successfully for at least 2:00:00 Xonian hours. Just use as sometimes as "City of Xon" to try to break every existing graphic we could think up into the City of Xon is waiting and ready for the arrow keys and the left for keys A,S,D,F,G. It is the simplest to get used to. You will naturally become better as time goes on. A joystick could be used but generally takes two hands. Unless you want someone else to run the other controls it is really impractical. The strategy is a nutshell: to watch your energy level, keep from being hit, and keep from flying into structures. Good luck!

**Technical**  
We have written a few programs in our time, even a book, but no program we could think up into the City of Xon is waiting and ready to write. We hope that you enjoy this one!  
To enhance your enjoyment the following are provided as options:  
1. To see the accolade: (now this is cheating!)  
Run the program. Press hit "G" in the rules screen.  
Now try ASD USR 37364  
2. To change the score (300000) and time (2:00:00) limits:  
Run: addresses 2422 (score) and 2423 (time)  
For limits of: PEEK data number like address:  
0 20  
1 20  
2 20  
3 20  
4 20  
5 20  
Note: setting both limits to 0 might mean system to crash.  
3. To see entire Ian attack sequence:  
Run the program and hit "G" in rule screen (as in #1)  
Now try ASD USR 30144

P.S. -- If you like this game we ranked up or if you have suggestions for making it even better we would like to hear from you.



### Useful peeks and pokes

You might like to pass these useful tips on to other members:

10 PRINT (((PEEK 23732 + 256\*PEEK 23733) + 1)/1024)-16 prints the memory size of your Spectrum.

LET t = 7997 - USR 7997 gives a reaction time in fiftieths of a second, i.e. the time it took you to press a key. PRINT t gives the result.

LET a = USR 1278 provides a loading pattern; you can use the following numbers - 1248, 1276, 1301, 1488, 1314 etc.

Vince Kelly  
(Bootle, Lancs)

CONVERTING YOUR 2068 TO A SPECTRUM

Doug Dewey's EMU-1 is a convenient and effective way to achieve Spectrum emulation on your TS 2068. It has the distinct advantage of not requiring you to open up your machine and go mucking about inside. There are however, two other ways to provide Spectrum capabilities on your 2068.

The first, and least expensive, method is to replace your Timex ROM with a Spectrum ROM. These cost under \$20.00 (see my ad) and installation is as follows:

1. Disconnect your computer from everything and clear a work space for your labors. Remember to ground yourself well to prevent static electricity from damaging your machine.
2. Turn your 2068 belly-up and loosen the seven Philips head screws (3 large and 4 small).
3. Carefully, holding the sides of the case together, turn the machine back upright. The screws will fall out, if you haven't removed them, so make sure they don't get lost.
4. Place the machine on the table and slowly lift the top cover from the front. There is only one connection between the top (Keyboard) and bottom (circuit board) and that is the keyboard's flat cable. This cable is more durable than the ZX81 version, but is still easily damaged. You can now either prop up the top of the case, or better yet, carefully and slowly pull the flat cable out of its socket. Try to pull it out evenly by grasping it at either side using both hands (while the backs of your hands hold up the top case).
5. With the top removed, look for U16, the 16K ROM. We can ignore the other 8K chip (U20) as it is simply not used by the Spectrum. Using a IC extractor, remove U16. If you don't have an IC extractor, a screwdriver with a large flat, but thin blade and thin shank can be used. Place the tip of the driver between one end of the chip and its socket and twist slightly. When one end of the chip starts to move, go to the other end and repeat the operation. Keep doing this, a little at a time, until the chip is out. Place the chip in the back of the plastic foam pad in which your new Spectrum ROM is still sitting. (This is antistatic foam).
6. Make sure the pins on your new ROM are straight and then insert the chip, starting with one row and then the other into the socket. If the pins seem too wide apart, place the chip on its side on the table and gently roll it into the pins on one side, this should close up the gap, on all pins, slightly. Make sure you put pin 1 of the ROM where it belongs. Pin 1 is in the upper left hand corner of the chip. It is usually marked with a dot. Also the top of the chip will probably have a notch, as shown in the outline on the drawing.

WE HAVE SPECTRUM ROM'S

AVAILABLE TO LIST MEMBERS \$18.00,  
NON-MEMBERS \$19.95. PRICE INCLUDES  
POSTAGE AND PACKING. MAIL CHECK,  
MO TO

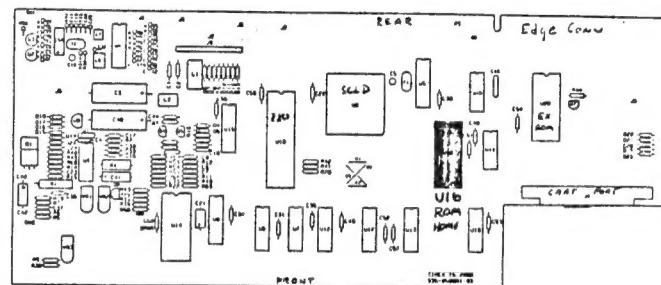
LIST ASSOCIATES  
10 IDLE DAY DRIVE  
CENTERPORT, N.Y. 11721

7. Seat the ROM fully and then reassemble the case by reversing the above procedure.

8. Turn on your Spectrum and have fun!

Another hardware method is shown in SUM (Sinclair/Time Users Magazine), August '84 issue. (SUM is at 3224 N.W. 30th Avenue, Gainesville, Fla. 32605). In the article, a description of a simple "double" ROM board and switch is provided. You mount both Timex and Spectrum ROMs on the board along with a few resistors and an external switch. Construction plans for the board were not included in my copy of the magazine, so you'll have to write to them for that. However the job is straight-forward and consists of mounting the two chips on a small p.c. board. A hole has to be drilled in the back of the case for your select switch, but otherwise, given that you've already assembled the board, installation is the same as for the Spectrum ROM alone (given above). The big advantage of this system is, of course, the fact that the choice of ROM is switch selectable. Cost of the board is unknown, but a kit of that size normally sells for about \$20.00 with all parts, but the ROM, (another \$20.00).

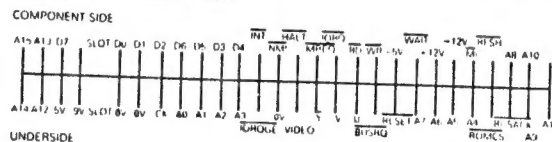
Both systems, when configured as Spectrums, should work the same. I used the first method and have used my "Spectrum" on all the software listed in the table. Much of the U.S. software (which was converted U.K. stuff in the first place) will run on the "Spectrum" with little or no modification. In fact, I now use "Spectrum" almost exclusively, as BASIC programs I write for it all seem to work on the 2068 anyway.



One last possibility, John Oliger sells 2068 cartridge read boards (meant to be AROS (Application ROM oriented Software) and thus mapped normally above 32K. However, his boards are remappable and it should be possible to use them, if not with Spectrum ROM then with a home-made EPROM, like Dewey's. Note the code differences between the 3 chips on the bottom of the page and compare this to what the TS 2068 technical manual says is needed for a LRUS.

**NOTE:** THESE ARE DIFFERENT FROM  
THE TS 2068

The control, data and address busses are all exposed at the back of the Spectrum, so you can do almost anything with a Spectrum that you can with a Z80. Sometimes, though, the Spectrum hardware might get in the way. Here is a diagram of the exposed connections at the back.







## HARDWARE REVIEW

## CATALOGS RECEIVED

ITEM: EMU-1 SPECTRUM EMULATOR  
 FROM: DOUG DEWEY ( ENTER LENGUA)  
 206 JAMES STREET  
 CARRBORO, N.C. 27510  
 FUNCTION: CONVERTS YOUR 2068 INTO A SPECTRUM  
 PRICE: \$60.00 (INCLUDES PSP)

Doug Dewey's EMU-1 is a small (2" X 3"), open, double sided, p.c. board which plugs into the cartridge port of your 2068. It contains a 74LS155 for chip select and a 27128 EPROM, programmed to look like an LROS (Language ROM Oriented Software) package to the 2068. Once recognized by the system, LROS's take over control, and this one is programmed to act just like a Spectrum ROM.

I received my EMU-1 about 1 week ago and taking it out of its foil wrapped box with trembling fingers, inserted it into my 2068's cartridge port. It's a fairly snug fit, and close attention to the attached instruction sheet helps make the operation go smoothly. In addition to the insertion/removal instructions, Mr Dewey provides a 4 page letter describing the background and use of the board, some encouragements and warnings to prospective users.

Once you power up, the 2068 initializes itself and then checks the first few bytes of whatever is in the cartridge port. In this case, it finds there is another "language" you want to use and transfers control to that chip. (You could be running FORTH, for example). What you'll see on the screen at switch on is the familiar double copyright notice. Immediately however, as control is transferred to your "Spectrum" Eprom, the system reinitializes and only the © 1982 Sinclair Research notice remains. When that happens, you've got yourself a Spectrum.

The board works well with all the Spectrum Software we could dig up (see lists), and since U.K. software sells for about 1/2 of its U.S. equivalent, a whole new world of computer power is available to you. We've even ordered PASCAL, the Hobbit and Jet Set Will, based on the performance of the board.

There are some minor drawbacks to the board of which you should be aware. First, is the fact that its an open board. While this is somewhat objectionable from a cosmetic standpoint, more important is the possibility that you could damage the chips in handling. Take normal precautions to prevent static electricity buildup. Second, the edge connector is not gold plated. This means it can only take a limited (though still perhaps in the hundreds) number of insertions and removals before needing to be re-tinned. Again, you can correct this yourself, by having the edges gold plated. These are, as we said, minor complaints, and should prove to be of little importance to most users.

Finally, you should also be able to LOAD and run your existing library of BASIC programs with very little difficulty. The only commands that cause a problem for the interpreter are ON ERR, STICK, SOUND, and FREE. Peeks, Poke and USR's will work, but perhaps not as you expected, so check these also.

The EMU-1 is perhaps the most powerful add-on you can get for your 2068. With it, you'll have access to a tremendous installed base of UK software and still be able to use your 2068's extra capabilities and U.S. software. I rate the EMU a 9.7 out of 10.

@1984 P.Donnelly

GROUP

LIST

Integrated Data Systems  
 11 Brighton Avenue  
 Toronto, Canada M4M 1P3  
 (416) 466 5571

Exceptionally Complete Catalogs  
 for the ZX/TS & 2068 - The ZX/TS  
 is 34 pages of full size type with  
 descriptions.

John Olliger  
 11601 Whidbey Drive  
 Cumberland, In. 46229

For the dedicated hardware enthusiast:  
 Memory, Eprom (read & program) boards  
 and connectors - Bare Boards and parts  
 kits available (see SQ back issues).

BCD Electro  
 PO Box 830119  
 Richardson, Tx 75083-0119

Disk Drives, Disk power supplies  
 Disks at 1.00 each Drives @169.00ea

D. Lipinski Software  
 2737 Susquehanna Road  
 Roslyn, Pa. 19001

BASIC only home & business  
 TS 1000 & 2068

E. Arthur Brown  
 3404 Pawnee Drive  
 Alexandria, MN, 56308

Hardware & Software  
 All at or near full list price.  
 Claims availability of Smart II  
 software.

Knighted Computers  
 707 Highland Street  
 Fulton, N.Y. 13069

Most hardware & software  
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 Castle Yard House  
 Castle Yard, Richmond  
 TW106TF

Books & Software  
 for Spectrum (e.g., ROM  
 disassembly

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 London, England SW156NU

All Spectrum & ZX81  
 titles

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If you have a program or article about something you've tried, please send it in. Our group interests are so varied that I can almost certainly guarantee that someone else can use your expertise to solve his problem.

```

1000 PRINT TAB 10;"PRECESSION"
1010 PRINT TAB 9;"BY J.P. POOL AND R.L. BUREY"
1015 PRINT
1020 PRINT TAB 9;"ASTRONOMY 8 84"
1022 PRINT
1024 PRINT TAB 4;"TRANSLATED TO TIMEX SINCLAIRBY BOB HOWARD, WAGDGI"
1025 PRINT
1030 PRINT "THIS PROGRAM CONVERTS RA AND DEC COORDINATES FROM ANY EPOCH TO ANY YEAR."
1035 PRINT
1036 PAUSE 300
1037 CLS
1040 LET R=.01745329
1050 PRINT
1060 REM COMPUTE CONSTANTS OF PRESC.
1070 PRINT "ENTER INITIAL EPOCH:(E.G.1950) ";
1075 INPUT IN
1080 PRINT IN
1090 PRINT "ENTER FINAL EPOCH (4 DIGITS) : ";
1100 INPUT FI
1105 PRINT FI
1160 LET T1=FI-IN
1170 LET T=T1/100
1180 LET Z0=((2305.65*T)+(1.302*T*T)+(1.018*T*T*T))
1190 LET Z1=R*(Z0/3600)
1200 LET Z=(Z0+(.79*T*T))/3600
1210 LET TH=R*((2003.82*T)+(1.426*T*T)+(1.042*T*T*T))/3600
1220 PRINT
1230 REM INPUT COORD AND MOTION
1240 PRINT "INITIAL RA:  HH MM S.F",
1245 INPUT RS
1250 PRINT RS
1255 PRINT
1265 PRINT "INITIAL DEC:  +DD MM SS",
1266 INPUT DS
1267 IF DS(1) "+" OR DS(1)="-" THEN GOTO 1270
1268 IF DS(1)<>"+" OR DS(1)<>"-" THEN PRINT "PLEASE USE SIGN AND R-ENTER"
1269 IF DS(1)<>"+" OR DS(1)<>"-" THEN GOTO 1265
1270 PRINT DS
1275 PRINT
1278 PAUSE 200
1279 CLS
1280 PRINT "PROPER MOTION:(MURA,MUDC)"; "TWO ENTRIES (E.G.,-.02,.213)".
1282 PRINT "(ENTER""00""IF UNKNOWN)".
1285 INPUT MURA
1287 CLS
1290 PRINT "MURA: ";MURA.
1295 INPUT MUDC
1300 PRINT "MUDC: ";MUDC
1305 PRINT
1310 LET MURA=T1*15*MURA/3600
1315 LET MUDC=T1*MUDC/3600
1320 LET IRA=VAL (RS(1 TO 2))
1325 LET IRA=IRA-VAL (RS(4 TO 5))/60
1330 LET IRA=IRA-VAL (RS(7 TO 8))/3600
1340 LET IRA=15*IRA
1345 LET IDC=VAL (DS(2 TO 3))
1350 LET IDC=IDC-VAL (DS(5 TO 6))/60
1355 LET IDC=IDC-VAL (DS(8 TO 9))/3600
1370 IF DS(1)="-" THEN LET IDC=-IDC
1390 LET ALO=R*(IRA-MURA)
1400 LET DLO=R*(IDC-MUDC)
1410 PRINT
1420 REM PRECESS COORD.
1430 PRINT
1440 LET A=COS (DLO)*SIN (ALO-Z1)
1450 LET B=(COS (TH)*COS (DLO)*COS (ALO-Z1))-(SIN (TH)*SIN (DLO))
1460 LET C=(SIN (TH)*COS (DLO)*COS (ALO-Z1))-(COS (TH)*SIN (DLO))
1470 LET ALPMZ=ATN (A/B)/R
1480 LET AL=(ALPMZ-Z)/15
1490 IF B<0 AND A>0 THEN LET AL=AL-12
1500 IF B<0 AND A<0 THEN LET AL=AL-12
1510 IF B>0 AND A<0 THEN LET AL=AL+24

```

```

1520 LET DL=ATN (C/SQR (1-C**2))/R
1530 PRINT
1535 REM DEC RA TO HH MM SS.F
1540 PRINT
1550 IF AL=0 THEN LET RAH=INT (AL)
1560 IF AL<0 THEN LET RAH=INT (AL)+1
1570 LET RAM=INT (60*(AL-RAH))
1580 LET RAS=INT (3600*(AL-RAH-(RAM/60)))
1590 LET RAF=INT (36000*(AL-RAH-(RAM/60)-(RAS/3600)))
1600 LET HS=STR$(RAH)
1605 LET MS=STR$(RAM)
1610 LET SS=STR$(RAS)
1615 LET FS=STR$(RAF)
1620 IF RAH=10 THEN LET HS(1)="0"
1625 IF LEN HS=1 THEN LET HS="00"
1630 IF LEN HS=3 THEN LET HS=HS(2 TO 3)
1640 IF RAM=10 THEN LET MS(1)="0"
1650 IF LEN MS=2 THEN LET MS=" "+MS
1660 IF RAS=10 THEN LET SS(1)="0"
1670 IF LEN SS=2 THEN LET SS=" "+SS
1675 LET FS=" "+FS
1680 LET AS=HS+MS+SS+FS
1700 REM DEC TO DD MM SS
1705 PRINT
1710 IF DL<0 THEN LET GS="-"
1715 IF DL>=0 THEN LET GS="+"
1718 IF DL<0 THEN LET DD=INT (DL)+1
1720 IF DL>=0 THEN LET DD=INT (DL)
1730 LET DL=ABS DL
1732 LET DD=ABS DD
1735 LET DM=INT (60*(DL-DD))
1740 LET DS=INT (3600*(DL-DD-(DM/60)))
1750 LET ES=STR$(DM)
1752 LET NS=STR$(DM)
1760 LET TS=STR$(DS)
1770 IF DD=10 THEN LET ES(1)="0"
1780 IF LEN ES=3 THEN LET ES=ES(2 TO 3)
1790 IF DM=10 THEN LET NS(1)="0"
1800 IF LEN NS=2 THEN LET NS=" "+NS
1810 IF DS=10 THEN LET TS(1)="0"
1820 IF LEN TS=2 THEN LET TS=" "+TS
1830 LET GS=GS+ES+NS+TS
1835 CLS
1838 PRINT AT 9,10;"PRECESSION",....
1840 PRINT "EPOCH":TAB 10;"RA":TAB 25;"DEC"
1850 PRINT " ";IN;" ";RS+" "+DS
1860 PRINT " ";FI;" ";AS+" "+FS
1870 PRINT
1880 PRINT
1890 PRINT "WANT ANOTHER? Y N"
1895 INPUT YS
1900 IF YS(1) "Y" THEN PRINT "GOOD-BYE"
1901 IF YS(1) "Y" THEN GOTO 1910
1902 IF YS(1)="N" THEN PRINT "(SAME OR NEW EPOCH? S N)"
1904 INPUT QS
1905 CLS
1906 IF QS="S" THEN GOTO 1230
1908 IF QS="N" THEN GOTO 1060
1910 STOP

```

## ZX-81 PROGRAM

Submitted by Bob Howard (WAGDGI) adapted for The TS1000 from July 1984, Astronomy Magazine and printed on Brother EP-44. This program converts the RA & DEC coordinates from any Epoch to and year.

**PARTS REQUIRED:**

- 1- 35/70 contact edge connector, wire wrap pins
- 1- male, 64 contacts, finger connector
- 1- RCA phono plug
- 1- 5 wire cable to interface monitor, 3 - 4 feet

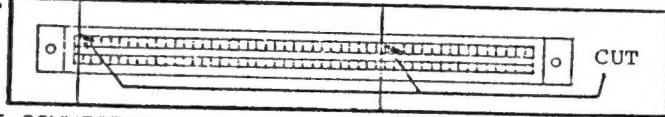
**TOOLS REQUIRED:**

- Fine blade saw (coping saw, hack saw or X-ACTO razor saw)
- Soldering iron with fine tip
- Needle nose pliers
- Small vise

**STEP-1 CUTTING THE EDGE CONNECTOR TO SIZE.**

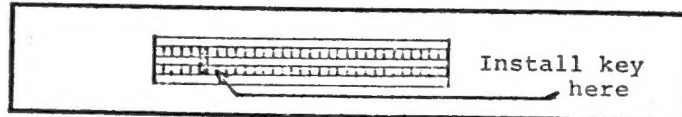
Place the 35/70 contact edge connector in a vise and lightly tighten. Using a fine blade saw, carefully cut through the connector at the first (1st) contact. Count the contacts from the cut end to the 33rd contacts and mark with a pencil. Carefully cut through the 33rd contacts. You should have a connector with two equal rows of 32 contacts.

Cutting edge connector

**STEP-2 INSTALLING THE KEYWAY IN THE CONNECTOR.**

Starting from one end of the connector, count up to the 6th set of contacts and mark with a pencil. If your connector came with a plastic "T" key, insert the key into the 6th contacts and push down until it is locked in place. If you do not have a "T" key then you will have to make one from a piece of 1/16" plastic or P/C material. Using a needle nose pliers, pull out both (top and bottom) contacts in the 6th slots of the connector. Cut a section of plastic to fit into the vacant slots. Insert the key into the connector. It should be a snug fit-DO NOT FORCE INTO THE CONNECTOR! Trim the key if necessary. A drop of super glue can be applied to the key, however it is not necessary.

Installing key

**STEP-3 MALE FINGER CONNECTOR.**

Cut a section of .1" spaced P/C edge finger card to size - 32 fingers each side and approximately 3/4"-7/8" wide. At any end, count up to finger 6 and mark. Place the finger board in a vise and make 2 cuts into the 6th finger with a saw. Break out the narrow section of material remaining between cuts with a needle nose pliers. Smooth both sides of the slot with a file.

Male finger assy

**STEP-4 ASSEMBLY.**

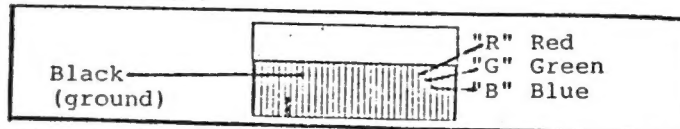
Place the 64 contact edge connector wire wrap pins on a block of wood and apply upwards pressure on the body of the connector. The pins should uniformly bend towards the center of the connector. Turn the connector over and repeat the previous step. Carefully position the finger connector between both rows of wire wrap pins of the edge connector. Be sure that both connectors are at right angles of each other. Solder each wire wrap pin to the appropriate land on the finger board. Make sure that there are no solder bridges between contacts.

Assembly

**STEP-5 RGB CONNECTIONS.**

Position the connector assembly with the finger connector facing you (the key slot facing the left-hand side). This is the bottom of the assembly. Count up from the left-hand side of the connector to the 7th wire wrap pin (2nd pin after the slot) and solder a length of BLACK wire to this pin. This is the GROUND lead. Count down from the right-hand side of the connector to the 6th wire wrap pin and solder a RED wire to this pin. This is "R". Solder a length of GREEN wire to the 5th wire wrap pin. This is "G". Solder a length of BLUE wire to the 4th wire wrap pin. This is "B". Solder a YELLOW wire to the center contact of an RCA phono plug. This will plug into the MONITOR jack on the 2068 to provide a SYNC signal for the RGB monitor. Slide a length of tubing over the 5 wires to form a cable. The free ends of the cable must be soldered to an appropriate connector to mate with the monitor.

Wire cable connections

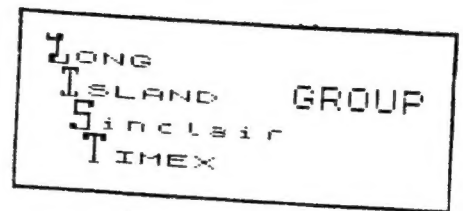


The internal computer RGB modification instructions will be presented in next months L.I.S.T. -- see you then...Bob Gilder



9/84

NOTE: Bob Gilder's interface works beautifully and he found he didn't even need TIMEX's synch stripper, as the monitor (and most with NTSC input) has such circuits. If yours are disabled or inaccessible, you might need to build this little circuit. Again, we doubt it, but the circuit "couldn't hurt".



#### Attachment of an RGB Monitor

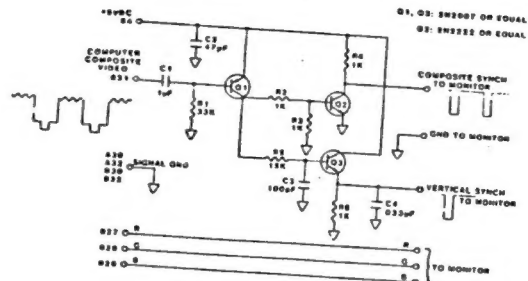
The TS 2068 provides via the P1 rear-edge connector the ability to attach an RGB monitor for excellent picture clarity and resolution. The TTL-level logic signals appear directly on the rear-edge connector of the TS 2068 -- the necessary synch signals can be derived from the simple synch stripper/separator circuit described here.

The Schematic of Figure 2.4.1-3 shows the required connections and electronics. Attachment is via the 64-pin keyed P1 connector. Shielding should not normally be required, but ferrite beads are recommended on each wire to minimize EMI, TVI, etc.

**Circuit Operation** - R1 and the base-emitter junction of Q1 operate as a DC restoration circuit with current flowing only when the composite video input signal from connector pin B31 is at the synch level. With the charge maintained on C1, Q1 conducts only during the synch pulse interval (not during the color burst time). During this conduction interval, the composite synch signal appears in inverted form on the collector of Q1. The Q2 stage simply re-inverts the signal, providing at its collector a composite synch signal for the connected monitor.

To provide a separated Vertical synch pulse, R5 and C3 filter the output of Q1 to partially eliminate the Horizontal synch pulses which are shorter than the Vertical synch pulses. The partially filtered inverted signal is re-inverted by Q3, then R6 and C4 complete the elimination of the Horizontal synch pulses so that a separate Vertical synch pulse is supplied for the attached monitor.

Signals R, G, and B from connector pins B27, B28, and B29 can be supplied directly to the attached monitor.

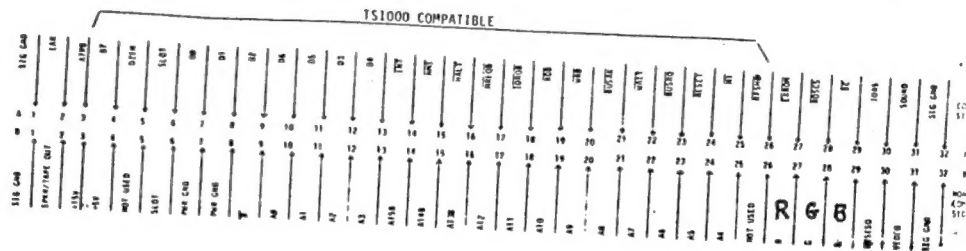


SCHEMATIC FOR RGB MONITOR CONNECTION

#### P1 CONNECTOR SIGNAL LAYOUT

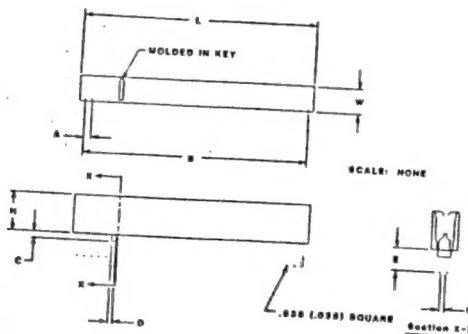
#### TS 2068 MANUAL EXTRACTS

#### COMPONENT SIDE



#### NON-COMPONENT SIDE

(VIEW FROM FRONT OF COMPUTER)



SYMBOL	SPECIFICATIONS
L	0.35 (0.0138)
W	0.030 (0.00118)
H	0.030 (0.00118)
A	0.030 (0.00118)
B	0.030 (0.00118)
C	0.030 (0.00118)
D	0.030 (0.00118)
E	0.030 (0.00118)
F	0.030 (0.00118)

#### NOTES

- INSULATOR MATERIAL: Insulator body shall be 30% glass-filled polyester and shall meet UL94V-0 requirements.
- CONTACT MATERIAL: Contact material shall be phosphor bronze.
- CONTACT FINISH: Contacts shall be electrolytically plated with gold, 0.0002 (0.000008) thick over nickel on contact surfaces.
- INSERTION FORCE: Insertion force shall be 170 to 250 grams (18-12 oz) per contact pair using a 1.575 (0.062) flat steel test blade.
- WITHDRAWAL FORCE: Withdrawal force shall be 320 to 340 grams (10-12 oz) per contact pair using a 1.575 (0.062) flat steel test blade.
- NORMAL FORCE: Normal force shall be 65 to 85 grams (2.3 to 3.0 oz) when mated with a 1.27 (0.051) thick test board.
- PURCHASE FROM: San Diego Microtronics Inc. San Diego, CA 92123

0.010 dimensioning are in millimeters  
dimensioning shown 0.010 are in inches

#### 64 PIN CONNECTOR

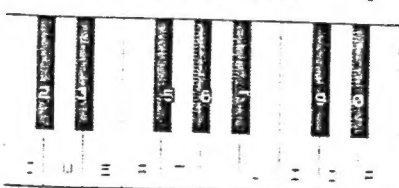
#### P1 MATING CONNECTOR MECHANICAL REQUIREMENTS

PIANO

For lower octave press

For middle octave press

For higher octave press



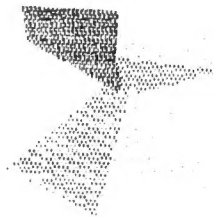
POT POURRI

VU-3D's SECRET SHAPES

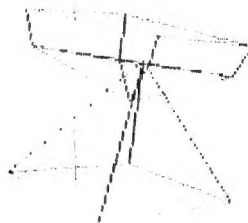
Did you know that VU-3D (from Psion for the 2068) comes with two demo shapes. One is the goblet shown on the box, and which you LOAD after loading in VU-3D. The other, however, is built right into the program and can be manipulated right away, if you simply don't clear it when you first load VU-3D.

The shape is actually two shapes, a pair of pyramids jammed together near their apexes.

The accompanying screen dumps show these secret shapes. Can you figure out how to call them up without actually loading a new shape?



MAG=002.45 ROT SEE THE SCREENS



MAG=002.45 ROT SEE THE SCREENS

WARNING

When the second display file is active at the screen, any system messages such as SCROLL?, error reports, or use of the INPUT command will not be visible and the system may appear to be "hung". Indiscriminately pressing keys may be filling the "invisible" Edit Line with garbage, thus further aggravating the situation. The DN'ERR facility can be used to intercept some of these situations and set the video mode to use Display File 1 at the screen in order that the message can be seen and responded to. Otherwise, it is necessary to key in and execute from the Edit Line without being able to see it.

LIST  
10 IDLE DAY DRIVE  
CENTERPORT, N.Y. 11721

TO:

LISTING

# LIST GROUP

	NAME	ADDRESS	PHONE
1	P.J. Donnelly	10 Idle Day Drive Centerport, N.Y. 11721	W 212-572-7603 H 516-261-6934
2	Heinz Hanken	9 Dartmoor Drive East Northport, N.Y. 11731	368-9088 737-3557 (W)
3	N. Pashtoon	37 Laurel Drive Port Jefferson, N.Y. 11777	331-1658
4	Bob Malloy	412 Pacific Street Massapequa Park, N.Y. 11762	516-541-6731
5	Jeff Street	62 Harriet Lane Huntington, N.Y. 11743	423-9003
6	Al Greenfield	14 Wisteria Way Commack, N.Y. 11725	499-3178
7	Rich Becker	18 Mangin Rd COMMACK, N.Y.	499-2413
8	Jerry Haack	23 Reese Place Farmingdale, N.Y. 11735	
9	Lando Landucci	13th Floor 800 3rd Avenue New York City 10022	572-7819
10	Kevin Smith	21 Whittier Drive Greenlawn, N.Y. 11740	754-2398 (H) 435-7309
11	A. Charles Davidson	2639 Imperial Street Salt Lake City, Ut. 84106	
12	Robert L. Howard (WAGDC)	750 N. Yalston Avenue West Covina, Ca. 91790	818-338-3291
13	John R. Scott (A. Blinkin')	619 MacArthur Drive Colma, Ca 94015	415-755-3907
14	Robert Gilder	69 Jefferson Place Massapequa, New York 11758	541-2271
15	Morton Jeskin	16 Cold Spring Hills Road Huntington, N.Y. 11743	692-7168
16	John McCullough	LaBonne Vie Dr 40B East Patchogue, N.Y. 11746	
17	Harvey Rait	5 Peri Lane Valley Stream, N.Y. 11581	791 6247
18	Chuck Russell	2 Elsmere Place East Northport, N.Y. 11731	499-9138
19	Hank Brech	106 Princeton Street Williston Park, N.Y. 11596	
20	Fred Kaplan	33-65 14th Street Long Island City, N.Y. 11106	

← 2 at the there are 4 E 160 SH 121  
The one you want is a Ranch with  
curved Drive - all others are up  
a steep hill

Rte 110



Oakwood

Jericho Tpk  
RT 25

This is it!!  
approx 3/4 mi

Cold Spring  
Hills Rd

Hartung  
Hills Rd

Suffolk  
Nassau

Meeting: Sept 30th, 2 PM

## Quarterly Newsletter of the SOFTWARE LIBRARY

### THAT ZERO LINE AGAIN

On reading the last issue of Computerchat, I became interested in the different methods used to create line 0's in listings. The easiest way to do this is to write a line 1 and then POKE 23756,0. However any line 0 can be removed by POKE 23756,1 or whatever.

I put my copyright message at the other end of the program. When a line 1 is written, POKE 23755,46: POKE 23756,224 will turn it into a line 2000 (in effect a line 12000). This type of line will list after 9999 and is also edit-proof as it cannot be re-entered. For POKE 23755,n, n can take any value between 40 and 63.

It is simple to write a program and then merge a short two-line BASIC program containing the copyright messages with it. However when a program of 7K or more, containing a line greater than 9999, is merged into the machine the result is a crash as the machine tries to compose a line greater than 9999 with the contents of memory. This means the auto-run cannot be avoided. If POKE 23613, PEEK 23730-5 is used to disengage the BREAK key, then the BASIC program produced can be as hard to copy as a machine code program.

The line number POKES depend on BASIC program area starting at 23755 which is not true on a Spectrum with microdrives.

P.S. Did you know that on the Spectrum a basic line can be entered that does not contain a key word? A basic line can be entered that contains only a cursor colour command, 1-0 in extended mode....is this another bug in the ROM?

P.P.S. Try this:

10 PLOT 128,0  
20 DRAW 0, 175, 189xPI

D. Spencer  
Leek, Staffs

